

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

Claims 1-46 (canceled).

Claim 47 (new): A multiplayer game system, comprising:

a plurality of transceiver modules interconnected through a communication network, the transceiver modules further including a wireless transceiver used for localized gaming transactions; and

G1 a plurality of mobile devices coupled to the plurality of transceiver modules, wherein a first group of mobile devices is in local proximity to the wireless transceiver of a first transceiver module and a second group of mobile devices is in local proximity to the wireless transceiver of a second transceiver module, the first and second groups of mobile devices being outside of local proximity to each other, wherein the first and second groups of mobile devices includes:

a first transceiver coupled to a cellular network to conduct cellular communications; and

a second transceiver to bypass the cellular network and coupled to facilitate gaming activities with the proximately located transceiver modules, wherein at least one of the first group of mobile devices engages in a multiplayer game with at least one of the second group of mobile devices via the interconnected transceiver modules.

Claim 48 (new): The multiplayer game system according to Claim 47, wherein the communication network includes one of a Local Area Network (LAN), a Wide Area Network (WAN), Internet, Intranet, Public Land Mobile Network (PLMN), and Public Switched Telephone Network (PSTN).

Cont
Claim 49 (new): The multiplayer game system according to Claim 47, wherein the second transceiver includes a low power radio frequency transceiver.

G1
Claim 50 (new): The multiplayer game system according to Claim 49, wherein the low power radio frequency transceiver includes a Bluetooth transceiver.

Claim 51 (new): The multiplayer game system according to Claim 47, wherein the wireless transceiver includes a low power radio frequency transceiver.

Claim 52 (new): A mobile terminal coupled to a multiplayer game system, the multiplayer game system having first and second transceiver stations proximately coupled to first and second groups of mobile terminals, the first and second groups of mobile terminals being outside proximity range of one another, wherein the first and second transceiver stations are interconnected via a communication network, the mobile terminal comprising:

- a first transceiver coupled to a cellular network to conduct cellular communications;
- and

- a second transceiver to bypass the cellular network and coupled to facilitate gaming activity with the first transceiver station, the mobile terminal engaging in a multiplayer game with ones of the first and second groups of mobile terminals through the interconnected first and second transceiver stations, wherein the second transceiver facilitates local gaming activity with ones of the first group of mobile terminals and the first transceiver station facilitates gaming activity between the mobile terminal and the second group of mobile terminals.

Claim 53 (new): The mobile terminal of Claim 52, wherein the second transceiver includes a low power radio frequency transceiver.

Claim 54 (new): The mobile terminal of Claim 53, wherein the low power radio frequency transceiver includes a Bluetooth transceiver.

Cont
Claim 55 (new): The mobile terminal of Claim 52, further comprising a display coupled to provide gaming activity information relating to the ones of the first and second groups of mobile terminals.

31
Claim 56 (new): A method of facilitating gaming activity between spatially separate groups of mobile terminals, the method comprising:

establishing a first wireless connection between a first group of mobile terminals and a first transceiver station via a first transceiver located within each mobile terminal of the first group of mobile terminals;

establishing a second wireless connection between a second group of mobile terminals and a second transceiver station via a first transceiver located within each mobile terminal of the second group of mobile terminals; and

facilitating communication between the first and second transceiver stations via a communication network to establish the gaming activity between at least one of the first group of mobile terminals and at least one of the second group of mobile terminals, wherein a second transceiver of each mobile terminal facilitates communication via a cellular network and the first transceiver of each mobile terminal bypasses the cellular network to facilitate the gaming activity between its associated transceiver station and the at least one of the first and second groups of mobile terminals.

Claim 57 (new): The method according to Claim 56, wherein establishing the first and second wireless connections includes using a low power radio frequency connection.

Claim 58 (new): The method according to Claim 57, wherein using the low power radio frequency connection includes using a Bluetooth connection.

Claim 59 (new): The method according to Claim 56, further comprising providing gaming information to the ones of the first and second groups of mobile terminals, wherein the gaming information includes a list of mobile terminals participating in the gaming activity and first and second group identification.

Cont
G1

Claim 60 (new): The method according to Claim 56, further comprising receiving a call via the cellular network at one or more of the mobile terminals, wherein the gaming activity is interrupted for the one or more mobile terminals without interrupting the gaming activity for other ones of the mobile terminals in their respective groups.
